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September 25th 2007

# 360Zine

Free Magazine For Xbox 360 Gamers. *Read it, Print it, Send it to your mates...*

## HALO 3 SPECIAL EDITION

**THE DEFINITIVE REVIEW**

# HALO 3

*10 pages of essential facts and features*

**PLUS!**  
**EXCLUSIVE INTERVIEW WITH BUNGIE**  
 WE TALK TO LEAD WRITER **FRANK O'CONNOR**








# Welcome to 360Zine

**HALO 3  
Special Edition**

And welcome to Halo 3. Rather than wait for the next issue of 360Zine to bring you the definitive review of Master Chief and Co we thought it only right and proper to bring you this Special Edition. Published the second Microsoft's embargo was lifted, we've not only brought you a fully interactive 10-page review, courtesy of industry veteran Kieron Gillen, but we've also managed to get an exclusive interview with Halo 3's lead writer Frank O'Connor.

Enjoy the issue. Enjoy the game. But do let us know what you think of both....

Dan Hutchinson, Editor  
360zine@gamerzines.com

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# Halo 3

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**PLUS! EXCLUSIVE  
INTERVIEW WITH**

**BUNGIE**

Lead writer Frank O'Connor  
takes us inside Halo 3 PAGE 17



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## MEET THE TEAM

*Probably the  
best games  
writers on the  
planet*



### Lee Hall

Lee has two loves in life. And one of them is Halo. You can thank Lee for lining up the interview with Frank O'Connell.



### Kieron Gillen

'The chosen one' to review Halo 3, Kieron was one of the first people to write about Halo. He suspects he won't be the last.



HALO 3  
Special Edition



# Halo 3

Out of this world and down to earth: The definitive sci-fi shooter returns...

Publisher: Microsoft  
Developer: Bungie  
Heritage: Halo: Combat Evolved, Halo 2  
Link: www.halo3.com  
OUT NOW

This may be hard to believe, there was a time when Halo wasn't a superstar. I actually wrote the world's first cover feature on Halo for a PC games mag, before Bungie had been secured by Microsoft to turn it into what'd become their most important game ever. It was the worst

selling issue of the year, by miles. Then, in its formative years, few people cared. And those who cared, worried. They wondered whether it was possible for anyone to do a shooter like this on a console (Let alone a bunch of mainly-Mac developers). They worried whether anyone would be able to empathise



If you let anyone get this close to you with a Gravity Hammer, you're messed up. No, really.

The Scarab is a more flexible creature than in Halo 2, allowing more flexible ways of taking it down.



The Brute Shot is a precision weapon for taking out your foes.

**"You'll be playing this for months and years"**



with a bloke in a mask. They worried about /everything/.

### Worry not

It's not like that anymore. Now, at the height of its power, /everyone/ cares about Halo. And those that are still worrying, just worry they may not get a copy on launch for some reason or another. It's the reason why many people bought a 360. It could even be the reason why you're reading about Xbox games in the first place, it being the one which made you realise games >







**HALO 3**  
Special Edition



When playing four player, there's more room for each player to specialise with the more unusual weaponry.



As they deploy to a combat area, before they get a chance to take cover, the Covenant are often at their most vulnerable. Take advantage.



Turrets remain a tricky challenge to deal with, at least head on. Though there's always ramming.

**"The core appeal of Halo is thirty highly appealing seconds, looped"**

**FROM A DISTANCE**

*Going Camping without a tent.*



Sniper

Carbine

Cbeam

**Sniper rifle**

Slower than Halo 2, but more deadly. A head shot clearly is desirable, but mean as hell even without it. Four in the chamber, then a reload. Obviously, in co-op or multiplayer, it comes into its own as a support weapon.

**> Halo 3 continued**

were interesting enough to want to read about them. In short, expectations are sky high.

In fact, they're probably too high. Some people will be disappointed in Halo 3. They shouldn't be, and would be disappointed even if it came with a free golden hat that makes you irresistible to anyone you fancy. Halo is an enormous space wheel that doesn't need re-inventing, and Bungie choose to concentrate their innovations away from where they could break their subtle and elegant game.

**Question time**

It picks up where Halo 2 left off, with a host of unanswered questions. Can Master Chief save Earth? Why are the Covenant here anyway? What's your favourite colour? What number am I thinking of, right now? The questions pile up and up, and you're getting no

answers here. There's enough to talk about with Halo 3 without ruining the plot.

In one of the all-time great moments of developer self-awareness, Bungie once described the core appeal of Halo as being thirty highly appealing seconds, looped. In other words, engaging in a firefight, taking cover, recharging your shield, then getting back into the fray to do the whole thing over again. More than anything, this remains, and more than anything, this is the core of why Halo 3 still works so well. Its combats have a sense of fluidity and open possibility which most other shooters fail to match, or even approach.

Why? Well, while the original Halo

was indebted to a host of other games, it's worth noting its key actual innovations impacted. Firstly, the shield. Previously, first-person shooters were a slow depletion of energy, moving from a position of strength to weakness, returning to strength whenever you got a new medkit. In other words, a hit from a gun was of either negligible importance or a cue for a restart, with nothing the player could do about it. With the recharging shield, the player moved from a position of strength to weakness and back again rapidly, and individual combat often featuring the player flip-flopping between situations of power and OH NO! I DID NOT WANT TO DO THAT!!!! Secondly, the number of





HALO 3  
Special Edition

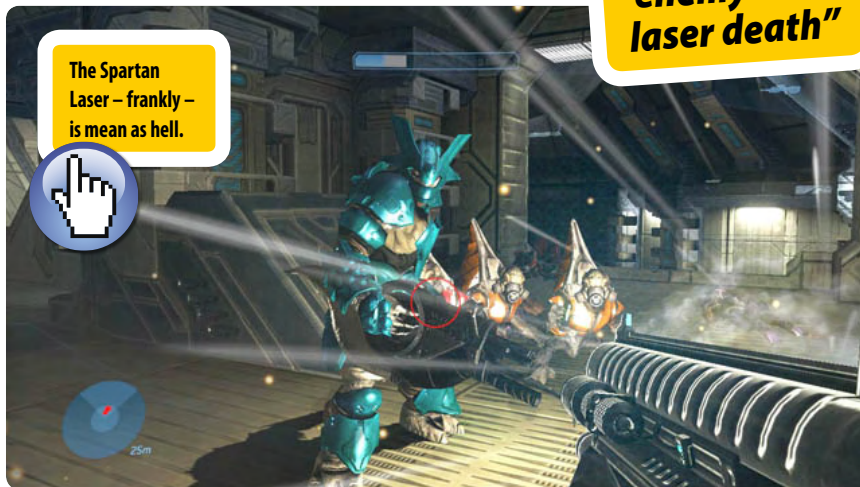


Playing co-op puts you into the Arbiter and chum's heavily armoured covenant shoes.



All aboard! Gunning down goons - but not passengers - in one of the game's best levels.

"Guns can pummel the enemy with laser death"



The Spartan Laser - frankly - is mean as hell.

> Halo 3 continued

weapons you were able to carry was far more realistic. Any given encounter would play hugely differently depending on which two weapons you had with you. These factors lead to a profoundly different game. And of course, Halo did many other things as well... Co-op, online multiplayer in Halo 2, improved AI, cover (linked to the shield), the unprecedented precision of the grenades and the open environments for combat... it all lead to a game that was much more unpredictable than most previous shooters.

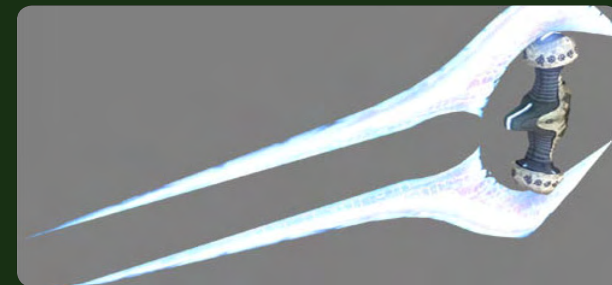
Here and now

It's all still here. It all still works - in fact, considerably better than the occasionally confused Halo 2. And, most importantly, many of the basic changes they've made have been to enhance this mixture of predictability and chaos that's inherent in every Halo

battle. Take the addition of support weapons. In previous games, you got to play with turrets, swapping manoeuvrability for splendid amounts of brutal fire-power. Now you're able, with a single button press, to tear the weapon from its fittings and take it with you. The pay-off isn't as simple as you getting a fancy new gun. When fitted, the guns can pummel the enemy with laser death indefinitely. When torn from its sockets, while you gain the ability to take it with you, you're given a limited ammunition reservoir that's rapidly depleted. Also, much like any of the large-armed men >

CLOSE AND PERSONAL

You're here. They're there. They're about three feet away. You need these.



Sword



Gravity Hammer

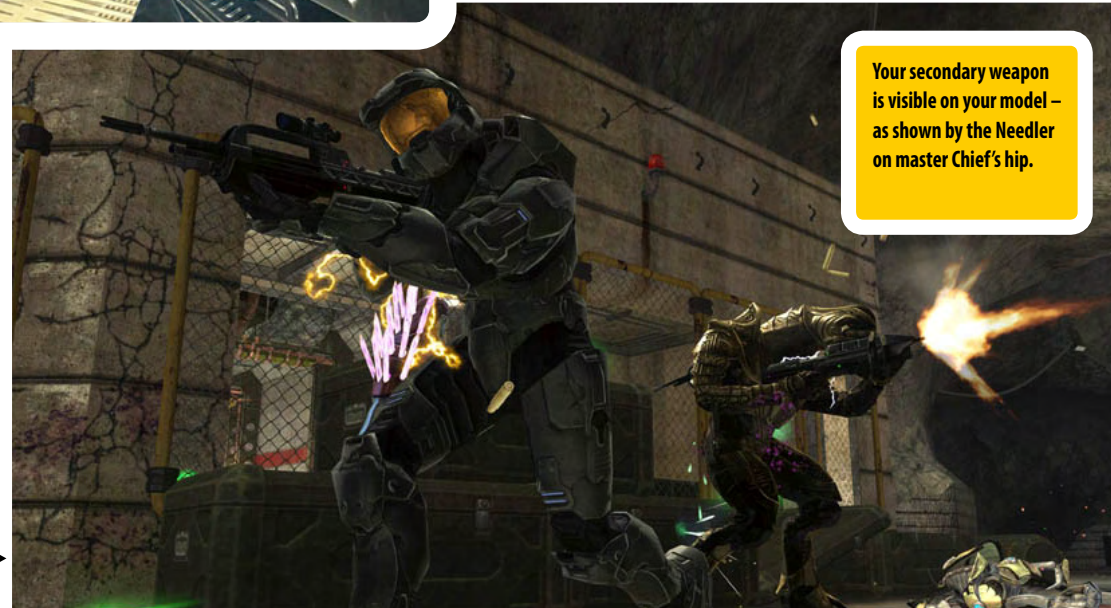


Shotgun



Sword

A classic seen in the original, put into your hands in the sequel, and returning for a bow this time around. Enormously brutal close up, especially vicious when paired with a shield.




Your secondary weapon is visible on your model - as shown by the Needler on master Chief's hip.



# A hero never dies



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[xbox.com/halo3](http://xbox.com/halo3)

# HALO 3

## BELIEVE

26th September 2007

## Jump in.

 XBOX 360 LIVE

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HALO 3  
Special Edition

> Halo 3 continued

hefting big burdensome guns, you're slowed down. So, a simple tactical decision, which can play out in many ways – and, since the view skips to third person – a rare chance to admire Master Chief in action. Heavy weapons vary from machine-guns and Covenant plasma turrets to Flamethrowers, and also show their muzzles in multiplayer, where the decision to go for speed or

BIGGER BOYS

*Pull the trigger. I dare you.*



Spartan



Flame  
Thrower



Turret



Spartan

The Spartan laser is viciously devastating, but a tricky one to actually make work. A guiding laser has to be focused on the target for a good few seconds before the actual beam will fire. Complete overkill for most individual targets.



Dual wield remains for those who enjoy burning through ammunition as quickly as possible.



"All the new equipment is integrated so smoothly"

power has obvious consequences. And with regard to all the new equipment scattered throughout the new Halo universe, everything is integrated so smoothly that you actually have to double-check to make sure it wasn't there in earlier versions. At any time, you can carry one piece of technical gubbins around with you, and each piece tends to be a one-use bonus. You'll first become aware of them when a Covenant soldier throws down a bubble shield, creating a temporary full shelter from incoming fire. You can't shoot in. They can't shoot out. Working out how you want to approach this takes a while. Then you realise it's possible to get hold of it in

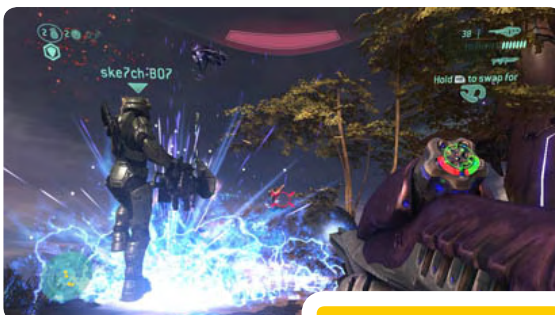
Brute Choppers desperately want to be in a Demolition Derby game.







**HALO 3**  
Special Edition



Grenades remain the logical response to neat grouping of opponents like this.

In co-op, it's important to make pointed Freudian analysis of anyone who picks up an incredibly large support weapon.



Halo 3 offers a very enhanced number of vehicles

> Halo 3 continued

its inactive state, and use it. Trapped in the open, away from cover and your shield down? Hit the bubble shield and recover your composure (and defences).

Obviously, there's more. Some are offensive, like the Flare (which lobs a

hyperbright light directly down a passage, blinding everyone including you) or the Power Drainer (Which saps the energy from anyone who enters the area. Which is, to put none too fine a point on it, a complete bitch). Others, like the portable shield, are defensive, like the (self explanatory) regenerator, helping anyone in the locale. Some can

be handy for both, like the autoturret (which can defend an area or be lobbed near the front-line to support an advance) or active camouflage, which allows you to have an agreeable facsimile of invisibility if you fancy being Him From Splinter Cell for a half-minute or so. Or just scarpering.

Co-op

Each one of these new additions adds routes through a scene, opening up new possibilities for the way things could go. And the possibilities open up even more when you decide to play in a co-operative mode, with four people being able to work through the whole campaign together (though you have to argue who gets to be Master Chief and who gets to be the smelly old Arbiter, let alone the boring-members-of-New-Order-Esque Other Two). This, frankly, changes everything. Halo's structure was always based around a basically linear series of bubbles – the path narrows to dictate where you go

next, before opening up into a mini-battlefield to play around. With four players going against some of the finest AI antagonists on any earth, it gets /very/ interesting.

In fact, Bungie have taken a few



While melee weapons are powerful, the ol' weapon-butt in the face attack never grows old.

**"With four players going against some of the finest AI antagonists on any earth, it gets /very/ interesting"**



Start the boarding action and – as long as you have a grenade to hand – the enemy vehicle isn't going to be an enemy vehicle much longer.





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OUT OCTOBER 12

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Jump in.





HALO 3  
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The standard Covenant grunt always adds an element of cowardice to any battlefield. Bless them and their tiny, highly destructible, bodies.



Halo is about use of cover when... TAKE COVER! What ARE you doing?



"Soldiers follow your lead almost perfectly"

The Oddball game mode requires you to possess the ball for as long as possible while everyone else tries to kill you. Alas Poor Yorrick jokes, essential.

ROLL OUT

Stuff to drive or drive you crazy



Mongoose

Chopper

Wraith

Mongoose

While originally planned for Halo 2, this high speed 2-man bike makes its debut here. It's enormously quick, and comes into its own in the multiplayer game for quick advances. It also goes Vroom pretty well.

> Halo 3 continued

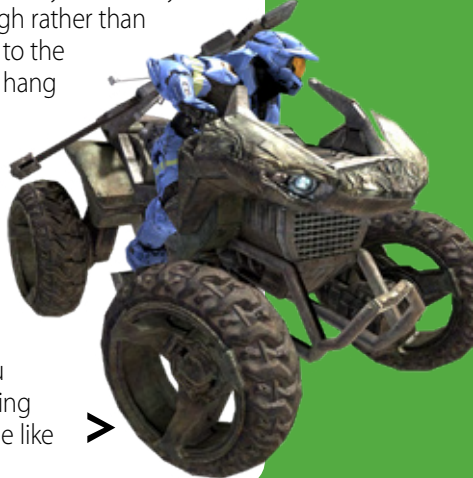
pages from Epic's Gears of War, and some sections of the main campaign have clearly been designed with the co-op experience in mind. When you're running through by yourself, you find yourself thinking if you had a mate with you, he'd go here, and you'd go there, and then you'll show those Covenant who's in charge of this particular corner of the Cosmos. In fact, this actually ends up being the first of Halo's weaknesses. While never actively harming the single-player game, there are sections when you realise that by making the co-op excellent the single-player experience doesn't quite reach as far as it could. A good example is a chase sequence akin to the end of the first Halo game. In single-player, while fun zipping along, you find yourself

looking at your computer-controlled friend in the turret, mowing down waves of enemy and thinking... you know, I'd like to be /that/ dude. The situation increases when you watch a replay – and more on them later – and realise exactly what kind of pyrokinetic craziness is happening behind your back. Growls!

Going it alone

That said, there's many sections where they try to give a frisson of co-op experience even when you're being johnny-no-mates. Like all the previous Halos, many missions put you alongside the marines, who act brilliantly in character (The Covenant, similarly, perform wonderfully – if Master Chief is being presented as humanity's Messiah in all the Halo adverts, it's clear by the cries of THE

DEMON! that a demographic in a certain alien race tends to disagree). In sections with vehicles, soldiers follow your lead almost perfectly. Climb in a vehicle, they'll take the gunnery positions, and do an admirable job. If you get in a turret, they'll follow your lead and (mostly) drive you where you want to go – though rather than rocketing through to the destination, they'll hang around to fight opponents along the way. The less disposable side-kicks also work well – while you don't play the two characters, like you did in Halo 2, fighting alongside someone like





HALO 3  
Special Edition

Pelican dropships – as always – spend a lot of time being shot down and crashing dramatically. Poor Pelicans.

“The game changes fundamentally as you up the difficulty”

King of the Hill mode sets a certain area on the map, which you have to fight to stay inside for as long as possible.

The Battle rifle is acceptable close up. The Brute Shot is devastating close up. JUST RUN, YOU IDIOT!

> Halo 3 continued

the Arbiter, with him moving in his own characteristic fashion actually gives you a sense of camaraderie, even when you’ve got no comrades there.

But that only gives an impression of it, and not much of one compared to playing on Legendary, with a load of skulls turned on. Much like the earlier Halos, the game changes fundamentally as you up the difficulty level. Easy is (well) easy. On Normal you’ll see behaviour you wouldn’t in many other games, with opponents regularly falling back to a defensible position. Heroic lets the AI unleash itself. And Legendary keeps that AI, and levels up the opposition with tougher equipment. Even that may be not enough for a determined team of practised Halo-players, in which case we see the return of the skulls from Halo 2. Hidden around the levels, once collected you’re able to turn on and off various things to make the game more

(er) interesting. For example, one skull makes your team incredibly unlucky – every time the game calculates whether an enemy will try to dive out of the way of a grenade or not, the enemy always decides it’s time to make like a John-Woo movie extra. You’re making it harder for yourself for no reason bar the challenge. And that’s a complete and utter lie...

It’s good to share

Another stroke of brilliance is the integration of a scoring mechanism. The harder the difficulty, the more skulls you have, the better you do and the flashier you play, the higher rating you achieve. Also, you have the choice between whether a co-operative team is working towards a /shared/ score or

each is working towards an individual one. As you may imagine the level of co-operation you see will vary somewhat depending on which you select. Losing to the Covenant is one thing. Losing bragging rights to a mate is quite another.

Bragging rights, obviously enough, come into play even further when we’re talking about multiplayer. This is also the one area where people will have had something of a taste of the game, with the limited multiplayer Beta earlier this year. Fundamentally, it picks up where Halo 2 left off and attempts to become the Acme of X360 multiplayer. In other words, the one that everything else will be compared to. And it pretty much succeeds. Four- >



OLD FAITHFULS

Not the flashiest guns, but handy in most situations.



Assault Rifle

Battle Rifle

Brute Shot

Assault Rifle

The iconic assault rifle from the first game returns in an improved form. It’s what you start with. It works pretty well in many situations. It’s what you may finish with. You may even marry it. Who knows?



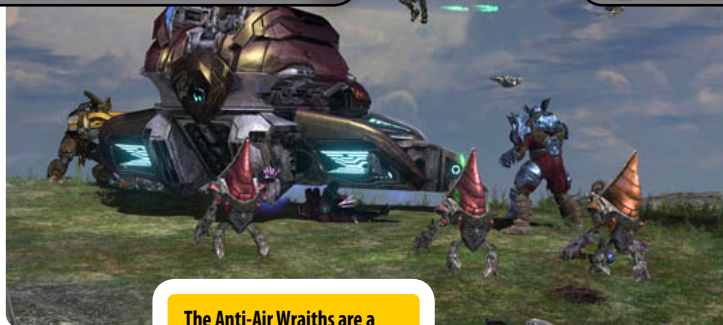


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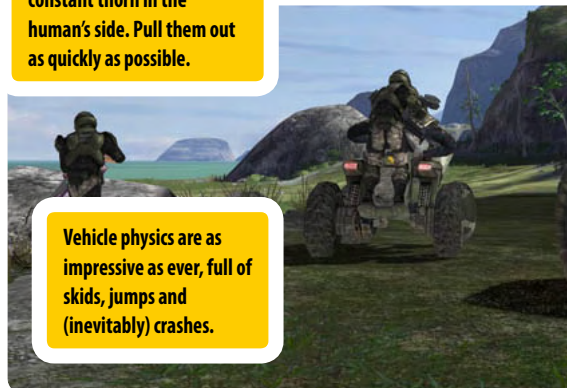


There's usually a choice of vehicles at most places, meaning that in co-op all players have regular chances to be Mr Driver.

The ship hits the fans tonight.



The Anti-Air Wraiths are a constant thorn in the human's side. Pull them out as quickly as possible.



Vehicle physics are as impressive as ever, full of skids, jumps and (inevitably) crashes.



"Customisation is of the highest priority"

> Halo 3 continued

across Xbox Live, and you're able to play in (ooh) /many/ game modes. Yet again, customisation is of the highest priority, with obvious options like limited weapon types and more game-warping ones like low-gravity, all of which can be turned on and off easily. We've got all the major game modes, such as deathmatch, zone-control stuff and capture the flag and... actually, we can leave this. The MP is exactly what its millions of players required. You'll be playing this for months and years. It's the sort of game which – like Goldeneye, if you had an N64 – you'll be dragging out even after you no longer play any other games on the format, the X360 pulled out of the

cupboard when old friends turn up and start reminiscing about when you used to stay up all night and shoot each other in the back of the head with shotguns. It's a game for the long-haul.

Forging ahead

It also innovates in a few places, such as Forge, which expands customisation in a console videogame into new areas. Taking a few pages from the Half-life PC-mod, Gary's Mod, Forge allows eight players to log into any map and play around with it. While you can't change the actual layout, anything can be removed or materialised to create genuine custom levels. Of course this can also just lead to a hilarious mess when everyone picks up tanks and drops them on each other's head.

Bungie say they have no idea what the players are going to do with it. Neither do we. It's certainly a lot of fun.

In another similar development allowing player creativity, probably prompted by the enormous Machinma community, we have the replay feature. Your last ten games – either single or multiplayer – are stored on your machine, allowing you to sit and watch afterwards. In fact, you can even watch it with up to three friends (Well, watch it online with three friends. If you invite them around your house, you can have as many as you can cram into your living room). You're not stuck watching what happened either – you can detach the camera,







The shadow you cast is the shadow they fear



Localised in English

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MISTWALKER

Jump in.







**HALO 3  
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> Halo 3 continued

bounce between players, pause or rewind, take screenshots of hilarious moments and even record videos. You trying to become the next Red versus Blue has suddenly become a lot easier, and – failing that – it's good for creating evidence of your friends' incompetence to wave in their faces. More serious players will be using the replays to study their weaknesses and the weaknesses in your play.

**Another level**

It's easy with Halo 3 to get distracted away from Halo 3. By keeping the game as relatively pure as they have, seamlessly integrating the changes to the dynamic, and adding the new features (Forge, the replays, etc) on the side, if you talk about the new stuff, you're not really talking about /the

game/. In all the major departments, it manages to be excellent where it counts. In terms of the actual level design, we're a long way from the cut-and-paste repeated structures of the first Halo, with some levels being actively, crazily beautiful. While elements are occasionally re-used, they do much to mix them up and keep them fresh by providing you with alternate equipment each time. Its mechanical perfection is similar to the original – where, even though the environments repeated, the arrangements of weapons and enemies were mathematically shuffled – but here it's far less obvious (i.e. Grating to atmosphere). One, rare weak point is that the proportion of Halo set on Earth, never actually /feels/ like Earth – there's no sense we're fighting for terra firma. When you finally see civilians you're more surprised than you are by many of the plot's twists.

**"Levels are actively, crazily beautiful"**



Turrets can and should be commandeered for massive amounts of shootiness.

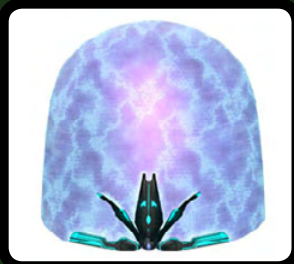
**LOAD UP**

Five new ways to stop them coming this way



**BUBBLESIELD**

The bubble-shield is one of the first ones you'll see, both preventing them shooting you and you shooting them. Dodging in and out is ideal for counter-attacks.



**PORTABLE COVER**

We've seen the energy-shield cover in previous games, but the ability to deploy one in the ideal situation, then peak around it to return fire works particularly well here.



**AUTO TURRET**

Then there's the chance of an extra gun turning the battle. Drop one of these autoturrets and let it automatically be a turret, while you quote dialogue from Aliens: The Special Edition.



**TRIP MINE**

Finally, if the line can't hold, set up a tripmine in position to give attackers an unwelcome surprise as they stomp into it, causing some welcome confusion.



**REGENERATOR**

Then, to prepare yourself for the counter-attack, you can drop a regenerator to make all your comrades re-ready for the fight. Hurrah!







**HALO 3**  
Special Edition



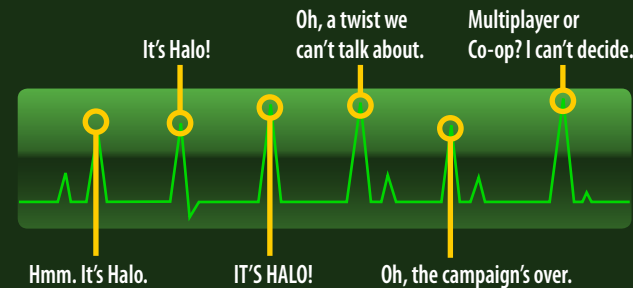
The human's Hornet is a brutal air fighter, showing the Banshee who exactly is king of the skies.



Heavy weapons are a great equaliser versus vehicles.

*"That Halo theme orchestral riff rises up majestically, and you're away"*

**PULSOMETER** Signs of life



> **Halo 3** continued

While we're on a down-beat note, a few words about the graphics. They're good. Nothing more. Its coherent design aesthetic raises it up, but... well, put it like this. When it came out back in 2001, Halo was the most attractive game the world had ever seen. Now it's just pretty neat. On the technical side, Gears of War still impresses more. In terms of design inspiration, Bioshock has much more flash. When it wants to, Halo 3 impresses, but it does so more by what it does rather than how it does it... but rest assured, when it does so, it does it with every weapon in its arsenal.

It's not just a graphical set-piece, but a mass of gameplay elements kicking in, with a story that gives all this splendour meaning... and then that Halo theme orchestral riff rises up majestically, and you're away, and

you're laughing, and it's all that videogames are about. Halo is about the combined force of arms, it uses every tool in the videogames creators toolset. They all go to work on you, and – at its best – it's marvellous. And when it's not? Well, it's still good enough to make most games a little embarrassed.

**Home and dry**

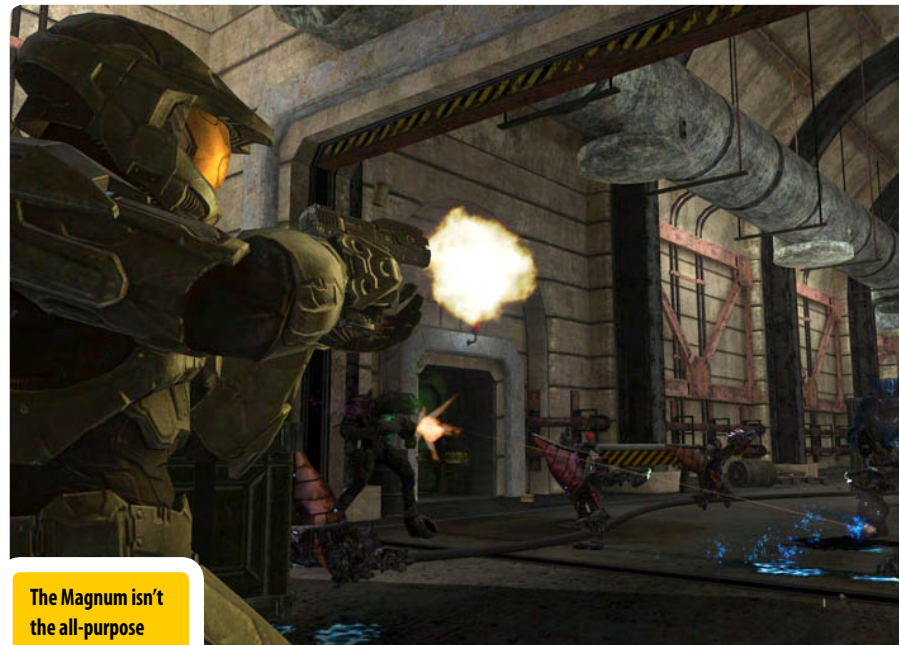
For Bungie, there's little to be embarrassed about. Aside from the weaknesses we've already touched on, the only thing that may draw attention is the length of the campaign. With an experienced player, on Normal, we'd say it floats beneath 10 hours. An experienced player motoring, probably in six... but if you're experienced in Halo, why on earth are you playing it on Normal? In actual practice, the campaign length in a single run through doesn't matter. What matters

is how /re/playable it is. With the assortment of options – the co-op, the difficulty levels, the skulls – it's something you'll return to savour, and there's nothing as soul-sapping as (say) The Library from Halo 1 to endure through.

So it's quite the game. Perhaps the biggest problem, and why – relatively speaking – Halo 3 is a one-capital letter GREAT that Halo 1 was back in the day, is that it's Halo /3/. There's little unexpected here, just the expected excellence. This won't change anybody's mind about Halo, let alone videogames. It doesn't try to. It just tries to be the best Halo it can be.

It manages it. With the muzzle flash of guns, the crack of grenades and the graceful leap of a Warthog over a grassy rise, Halo's back. ●

Kieron Gillen



The Magnum isn't the all-purpose killer the pistol was in the first Halo, but still useful.

Click here to send us your review of Halo 3



**360Zine Verdict** The Halo journey turns full circle. It's good to have it back again.

- 👍 Halo, back again, as good as ever.
- 👍 Great multiplayer, however you cut it.
- 👍 A mass of relevant additions

**94%**





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**MASSIVE REVIEW**

# BIOSHOCK

Better than Halo 3? You'll be surprised.

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# “The most complete game we’ve ever made”

Meet Bungie legend Frank O'Connor, Halo's storyteller...



### Frank O'Connor

Scottish born Frank O'Connor is the guardian of the Halo myths. He's lead writer on Halo 3 and all external Halo wordage must meet with his approval. Or at least it mustn't upset him too much. O'Connor started his 'working' life as a videogame magazine writer for Amstrad Action, before landing a way, way cooler gig.

BUNGIE

Bamboozle your foes with comedy leaps.



It's like a buddy movie, only with frickin' lasers.

**H**e's the head writer at Bungie Studios, and frankly Frank O'Connor is a little embarrassed about Halo 2's abrupt ending. Halo 3 will be very different...

#### Development is all but over. Has it all been worth it?

It's been a long and twisty road, with a lot of late nights and a lot of lost sleep,

but looking at the finished product, even playing it on a regular, retail disc – yeah – it's been worth it.

#### Any regrets? What have you had to leave out, what would you love to have included but simply couldn't?

The Halo series has had a near-comical list of items we couldn't get to for time and resource reasons – Flamethrowers

in the Xbox version, online co-op in Halo 2, even an ending, for the more cynical among you. But Halo 3 not only has everything our fans asked for, it has a bunch of stuff they never expected – like four player co-op, Saved Films and the Forge object editor. In that regard, it's the most complete game we've ever made and with a high level of polish on those extras.



## HALO 3 Special Edition



Even the dogfighting box is ticked in Halo 3.



A classic 'mwa-ha-ha' moment.



Four-player co-op will make you feel part of a team. Albeit an ugly one.



**"We're tinkering with some cool downloadable content"**

### > Interview continued

**It's the end of Halo. Well, the end of this 'story arc' at least. Surely you will make another game in the Halo universe - what are the weirdest ideas you've had with the team down the pub?**

It's certainly possible – but as you note, this arc is over. The events, characters and scenarios will all reach their conclusions in this game, one way or another.

**What other projects have you got in the pipeline and what stage are you at with those? Pimps at Sea maybe?**

Pimps at Sea development is always at the top of our list – but we're also working hard on the Peter Jackson project and tinkering with some pretty cool downloadable content stuff as we speak. No rest for the wicked, I suppose. As for future, future projects – well, that would be telling.

**Tell us about your own favourite moment in Halo 3. Wax lyrical about a passage of play that had you grinning like a Cheshire cat...**

I think all the grin-moments come during Saved Films. Flying the camera around to find moments that didn't even happen to you, but rather your teammates on the other side of the map. And more importantly, making a clip and sharing the proof. Those are the grin-moments.





HALO 3  
Special Edition

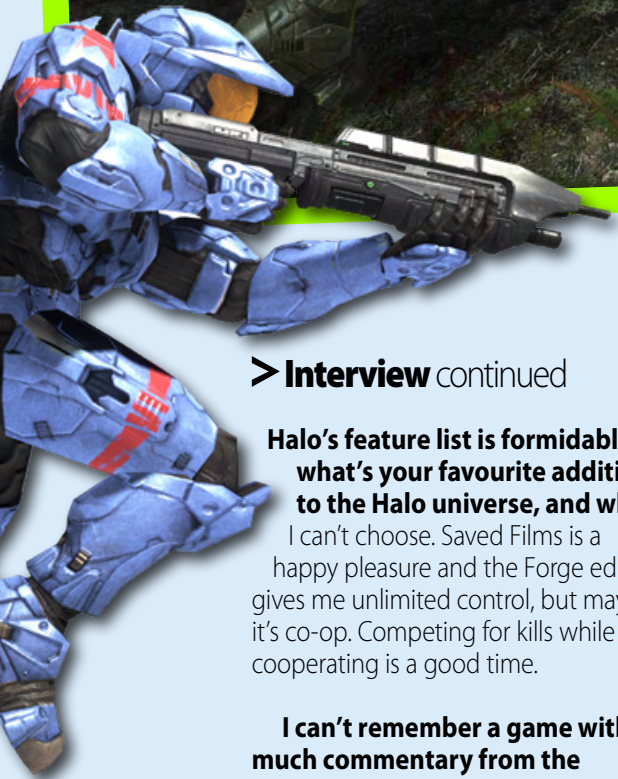


*"The Forge Editor gives you unlimited control"*



Tense combat settings? You got it...

Imagine they're children trying to make you watch Balamory... Kill! Kill!



> Interview continued

**Halo's feature list is formidable - what's your favourite addition to the Halo universe, and why?**

I can't choose. Saved Films is a happy pleasure and the Forge editor gives me unlimited control, but maybe it's co-op. Competing for kills while still cooperating is a good time.

**I can't remember a game with so much commentary from the**

**developers in the form of podcasts, vidocs etc. Was this just an attempt to fend off the media, or has this helped focus development and connect you with gamers?**

It's a useful process for us, honestly - documenting our process helps us examine it after the fact - but like a lot of what we do - it's there to satiate the community, primarily.

**Is there another Vidoc planned before release?**

Perhaps.

**Is there going to be a new Covenant species in Halo 3,**



Not Rick Mayall's favourite level, apparently.



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## HALO 3 Special Edition



Assault rifle, old friend - all is forgiven...

### > Interview continued

**such as the Sharquoi? And if so, how have you managed to keep it under wraps?!**

Although we've introduced some surprises, they're not going to be in the form of new species, necessarily. Rather in the way those species behave and interact with you.

**What is the "Rapture" you have been hinting at in your podcasts?**

It's the horn on the Elephant vehicle. You have to hear it to understand.

**H3 is said to be teeming with wildlife. What sort of creatures will we be able to go hunting for?**

Teeming is an exaggeration, but there are fishes and birds, for sure.

**Is the meta-game approach an attempt to really boost the single-player mode after Halo 2 was**

**largely perceived as a multiplayer game?**

No – it's something to add replay value to co-op. Very specifically. By its nature, co-op is shorter, so the metagame gives it legs and layers of strategy.

**Halo is famous for its Easter eggs. Could you give us a hint of things we should be looking out for, and confirm there will be quirky references for Halo geeks to enjoy?**

Look around. You'll find stuff.

Bullets fly.  
Newbies die.  
Ah.... happy days.



**"All the grin moments come during Saved Films"**



Isn't that fella on the wrong side of your bubble shield?



## HALO 3 Special Edition

> **Interview** continued

**Why are you releasing Halo 3 a day later in Europe? It's cruel!**

No clue to be honest. Something to do with European on-sale dates?

**When is Halo 3 coming to PC?**

Not in the immediate future.

**Please tell us a nugget of information about H3 that no-one else knows...**

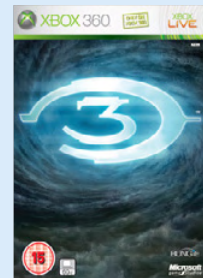
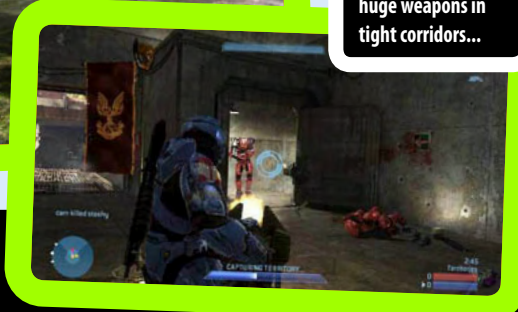
But then everyone will know it. How about this. Since development began, Bungie staff have produced about 30 babies. ●

This is the bit where the angry farmer stands shaking his fist at the pesky kids.



**"Personally, I like the Carbine and the Flamethrower"**

Use unnecessarily huge weapons in tight corridors...



High Ground - more exciting than it looks.



Snowbound - you either love it or hate it.



### OPEN THE FLOOR

A selection of questions from gamers...

**Do we see Master Chief's face in Halo 3?**  
*UberInfoNublet*  
Why would we tell you that?

**In your opinion, what's the best weapon in the game?** *PitO*  
Personally, I like the Carbine and the Flamethrower. And yes, I know they're like complete opposites.

**Do the Grunts' methane tanks explode when you shoot them? And will the drones be fun or opponents, or simply annoying?** *greghj16*  
Something happens when you shoot the Grunt's methane tanks, yes. Drones are awesome.

**What precautions did you take to counter lag while playing on Xbox Live?** *FanTasmA 42*  
Precautions? We used the MP Beta to improve our code and the latest techniques. Lag should be improved in Halo 3.

**Can you quantify the size of Halo 3's biggest level?**  
*CPO Fraser*  
It's bigger than a breadbox.

**Is the elephant an actual drivable vehicle that is controlled by a player?, and if it is will it have any on-board weapons that the driver can use, or are weapons used by other players?** *Sk8r Ralph*  
Yes. It is equipped with turrets that passengers can use. It's slow. The driver only has a horn, but it is an epic horn. You can fill it with armed vehicles, however.

**How many terminals are there in campaign for the Marathon Man achievement?** *ALIENwolve*  
Not telling.

**Roughly how long will it take a Bungie insider and a mere mortal to complete H3 on Heroic?** *ThunderBunny4*  
Between 11 and 20 hours for experienced players. We realize that is a big spread – but that's what we found in testing. For inexperienced players, more.



In 360Zine Issue 11

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### Cranberry Publishing Limited

www.cranberrypublishing.com

**Publishing Director:** Dave Taylor

**Email:** dave.taylor@cranberrypublishing.com

**Editorial Director:** Dan Hutchinson

**Email:** dan.hutchinson@cranberrypublishing.com

**Commercial Director:** Duncan Ferguson

**Email:** duncan.ferguson@cranberrypublishing.com

**Telephone:** 07770 648500

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